

COMBAT™
PC INSTRUCTION MANUAL
FRONT COVER

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FIRST THINGS FIRST

System Requirements

Operating System:	Windows® 95/98/Me
Processor:	Pentium® II 350 MHz or higher
Memory:	32 MB RAM
Hard Disk Space:	150 MB Free
CD-ROM Drive:	4X Speed
Video:	12 MB Direct3D-compatible video card*
Sound:	Windows® 95/98/Me-compatible sound card*
DirectX®:	DirectX® version 8.0a (included) or higher
Modem:	56K baud or faster (for modem/Internet play)

**Indicates device should be compatible with DirectX® version 8.0a or higher.*

SETUP AND INSTALLATION

1. Start Windows® 95/98/Me.
2. Insert the *Combat*™ game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, double-click on the "My Computer" icon on your Win95/98/Me desktop. Next, double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the "setup.exe" file in the install folder of the *Combat* game disc and double-click on it.
4. Follow the remainder of the on-screen instructions to finish installing the game.
5. Once installation is complete, click on the Start button on your Win95/98/Me taskbar and then choose Programs/Infogrames Interactive/Combat/Combat to start the game.

The *Combat* CD-ROM game will attempt to start a launch menu whenever you place the game disc in your drive. The menu options (selected by clicking on the appropriate button) are as follows:

Install – Click on this to install the game onto your computer.

Play Game – Click on this to play the *Combat* game.

Read “ReadMe.txt” – Click on this to view the ReadMe.txt file that contains the latest information about the game.

Reinstall DirectX – Click on this to launch the installer and reinstall DirectX® 8.0a.

Links – Click on any of the links to visit their corresponding web sites.

Uninstall – Click on this to uninstall the *Combat* game from your computer.

Installation of DirectX®

The *Combat* CD-ROM game requires DirectX® 8.0a or higher in order to run. If you do not have DirectX® 8.0a or higher installed on your computer, click “Yes” when asked if you would like to install it.

THE README FILE

The *Combat* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. To view this file, double-click on that file in the *Combat* directory found on your hard drive (usually C:\Program Files\Infogrames Interactive\Combat). You can also view the ReadMe file by first clicking on the **Start** button on your Win95/98/Me taskbar, then on **Programs**, then on **Infogrames Interactive**, then on **Combat**, and finally on the **ReadMe** file item. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

PREPARE FOR COMBAT!

You remember it from the 1980s as the game that was packed in with every Atari® 2600 game console. Now it's rumbling to your PC. It's *Combat*! The game everyone remembers and loves for its intensity and great head-to-head competition is reborn and revamped for the 21st century. Relive past contests and

discover new ways to battle opponents with futuristic tanks in a cagey game of hide-and-seek (and destroy!) Your objective: Advance through all the levels in the game and take out as many enemy vehicles as you can while avoiding their attacks. It's arcade action at its best.

MAIN MENU

When you first launch the *Combat* CD-ROM game, the Main Menu appears. For this, and all other menu screens, use the arrow keys to navigate the menus and press the Enter key to indicate your choice.

Single Player – Click here to play a single-player game. See “Single Player Game” on page 7.

Multiplayer – Click here to Host or Join a multiplayer game. See “Multiplayer Game” on page 14 for details.

Game Setup – Click here to configure the various game options described on page 7.

Quit – Click here to exit the *Combat* game and return to your Windows® desktop.



GAME SETUP

From the Game Setup screen you can configure the game to your own personal tastes.

Player Setup – Select this to go to the Player Setup screen. From there you can select your tank and enter your player name. See “Player Setup” on page 6.

Control Setup – Select this to go to the Control Setup screen. From there you can configure your keyboard, joystick or gamepad controls to your liking. See “Control Setup” on page 6.

Options Setup – Select this to go to the Options Setup screen. From there you can adjust a number of game parameters to fit your tastes and your computer's capabilities. See “Options Setup” on page 7.



Network Setup — Select this to go to the Network Setup screen to configure the *Combat* game to your Internet connection speed. **Note:** For multiplayer games only.

Return — Select this to return to the Main Menu.

PLAYER SETUP

The Player Setup screen allows you to configure your player preferences. **Note:** The Player Name and Tank Model (but not Lives and Armor) you select will be what appears in a multi-player game as well.

Lives — Use the left/right arrow keys to select 3 lives (normal) or 5 lives (easy) for a single-player game.

Armor — Use the left/right arrow keys to select 3 armor points (normal) or 5 armor points (easy). Armor points determine how much damage your tank can take before it is destroyed.

Choose Tank Model — Use the left/right arrow keys to cycle through the tank models you can use in either a single or multiplayer game. **Note:** If a tank is not yet “unlocked” for you, it will appear as a black silhouette with a question mark.

Player Name — Select this and then use the keyboard to enter your player name.

Clear High Scores — Select this and press Enter to clear out the top high scores.

When you are satisfied with your choices, select RETURN to return to the Game Setup screen.

CONTROL SETUP

The Control Setup screen lets you configure your controls to your own liking. Select your controller type by using the left/right arrow keys to select KEYBOARD or JOYSTICK. The current mapping for that controller type will appear.

To change a control's mapping, select a control (using the up/down arrow keys) and then press Enter. Next, either press a



key on your keyboard or a button on your controller (or move the controller) to create a new mapping for that game control.

When finished configuring your controls, select RETURN to return to the Game Setup screen, or select RESTORE DEFAULTS to restore the currently selected controller to the game's default control mapping.

OPTIONS SETUP

The Options Setup screen allows you to configure everything from sound effects and music to the way the game is displayed on your computer.

To change an option, you must first select it by using the up or down arrow keys. Next, use the left and right arrow keys to scroll through the available choices.

When finished, select RETURN and then press Enter to return to the Game Setup screen, or select RESTORE DEFAULTS to restore the game to its default options.



SINGLE PLAYER GAME

From the Single Player menu screen, you can choose from a number of single-player options. This screen also lets you view your best scores earned in the game.

Play Normal Game — Select this to launch the single-player game experience — 30 levels designed to test your mettle and your true *Combat* skills. See “How to Play” on page 8.

Play Tutorial Game — Select this to play through four small worlds that will teach you about various aspects of the game and tank control. **Note:** The Tutorial worlds are designed from the worlds featured in the original Atari® 2600 version of the *Combat* game.



Play User Level — Select this to enter the name of a user level. Simply type in the name and press Enter to launch that level. Completing the level will return you to the Single Player screen.

Return — Select this to return to the Main Menu.

HOW TO PLAY

You begin your *Combat* experience in a staging area. Navigate your tank into the black spheres that serve as your conduit between the worlds. Once you enter a world, your goal is to keep your tank alive until the Exit Portal (also a black sphere) opens (listen for an electric sizzle sound). Rack up a high score by picking off the various enemies (human or AI, depending upon the game you are playing).

When you enter a level, initially the Exit Portal may not be visible. You will be challenged to avoid your enemies until the portal opens through cunning strategy and mastery of piloting your tank. While you hover around, look for power-ups and opportunities to score big by picking off rocket drones and buzz bombs.

LIVES

You start each game with 3 lives and a full shield charge of 3. These are displayed in the top left corner of the screen. The red bars represent the shield level, and the red tanks represent your remaining lives. Enemy fire and collisions with other vehicles will diminish your shield charge with each hit. If your shield charge goes down to zero, you lose a life. Falling off the level into outer space will also cause you to lose a life. Losing a life will cause you to re-materialize at the entry point of the level you are playing or at the last Continue Point that you activated.

Hint! There are various power-ups located throughout the levels. Some of these will be health points that restore your shield level to maximum, and some may be extra lives. If you see a power-up, drive over it to get it. See “Power-ups” on page 11.

DOORS

Levels may contain doors. These doors slide into the floor to allow passage under certain conditions. Some doors automatically open whenever they’re approached. Some doors open after a set period of time, and some doors open only after a number of certain enemies are destroyed. **Note:** A small indicator in the lower right corner of the screen shows the number of enemies remaining to be destroyed in order to activate the door.

ELEVATORS

Levels may also contain elevators. Simply drive onto the elevator tile and your tank will be raised or lowered to the target floor.

CONTINUE POINTS

A Continue Point is a small platform on the ground. When a level loads, all Continue Points are “off” and will not be illuminated. If you drive over a Continue Point, it will light up, indicating that it’s activated. Once activated, you will respawn at that location instead of the level’s original Start Point.

ENEMY SPAWN POINTS

Throughout the levels, you will notice small platforms. These are the generators that “spawn” an enemy. **Note:** Enemies will not spawn if you are directly over their Spawn Point.

EXIT PORTAL

The Exit Portal is a pulsing black sphere casting off an eerie blue light. If you drive or jump into it, it will sweep you out of the level and into your next challenge. In some levels, the Exit Portal exists from the moment you arrive, and your goal is to get to it. In other levels, your goal is simple survival until the Exit Portal appears.

YOUR TANK

Your tank is a high-performance hovercraft. It levitates just above the ground and can turn on a dime (as well as strafe left and right). You will find you are able to use the ramps to jump various obstacles, and that falls from one elevation to another will not damage your tank, although a fall into outer space will cause your tank to implode. In fact, while airborne, you will find you have limited directional and speed control.



Tip: Familiarize yourself with the piloting scheme in the tutorials, reached via a portal in the staging area.

DEFAULT CONTROLS

KEYBOARD

Key	Function
F1	Default third-person view
F2	Low, close-in view
F3	Overhead view
Up Arrow	Forward
Down Arrow	Backwards
Left Arrow	Turn left
Right Arrow	Turn right
Space Bar	Fire
X	Emergency brake
Z	Strafe left
C	Strafe right
P	Pause
Esc	Quit your current game

GAMEPAD/JOYSTICK

Button/Stick	Function
Y Axis	Move forward/backward
X Axis	Turn left/right
Left Trigger	Strafe left
Right Trigger	Strafe right
Button 1	Fire
Button 2	Emergency brake
Button 4	Cycle through player views
Button 7	Strafe left
Button 8	Strafe right
Button 10	Pause

GAMEPLAY SCREEN

The upper left corner of the screen displays nearly all of the information you'll need in the game.

- A. Tank Health** — As stated earlier, the shield strength is displayed in the form of red bars. The maximum is three. Weapon fire and drone collisions will decrease this value.
- B. Lives Remaining** — Your lives remaining are represented by red tanks. Once you run out of lives, your game is over.
- C. Current Score** — This number reflects the total number of the points you have scored in all the levels you have played in the game so far.
- D. High Score** — The score you're trying to beat.



POWER-UPS

Power-ups help you gain an advantage over your enemies. To activate a power-up, drive over the floating cube. The power-up will then be listed in the upper right corner of the screen. Most power-ups last for a limited amount of time. Flashing text indicates that the power-up is about to expire. **Note:** More than one power-up can be active at the same time. The power-ups found in the *Combat* CD-ROM game are as follows:



Partial Restore — Restores one health point to your tank.



1-Up — Gives you an extra life.



Full Restore — Restores your tank to full health.



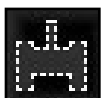
3-Up — Gives you three extra lives.



Speed — Provides faster acceleration and a higher top speed.



Shield — Makes you invulnerable to enemy fire for a time.



Invisibility — Prevents enemies from seeing you.



Double Shot — Enables you to fire two shots (doing twice the damage) at the same time.



Triple Shot — Enables you to fire three shots (in a fan pattern) at the same time.



Bounce Shot — Makes your shots bounce off of the world, allowing for bank shots.



Smart Bomb — Drive over this to send out an immediate shock wave that damages all nearby enemies.



Supergun — Supercharges your gun with a projectile that does area damage.



Bonus Points — Earns you a quick hit of bonus points.



Score Multipliers — Multiplies your score by the value of this power-up for as long as it is active.



ENEMIES

The *Combat* CD-ROM game features a myriad of enemies. If you don't destroy them, they will try to destroy you! The rule of thumb is simple: If it moves — shoot it! Enemies spawn at a varying rate depending upon your proximity to their generator (which you cannot destroy), or whether the Exit Portal has been opened. Some of the enemies you'll encounter during play — but by no means all — include the following:



Rocket Drone — This is a simple, almost brainless threat. It'll look for you and when it sees you, launch its attack. Once it fires its engine, there is no turning back — and no turning! Thwart it by waiting until it launches and then move out of its path. It will explode upon impact with you, a wall, or another enemy. **50 points**



Buzz Bomb — This enemy flocks near you to pack an explosive collision. It does not explode itself upon collision, but must be destroyed by your tank cannon. It is easy to pick off when alone, but deadly in a group. Look out for its hive! **100 points**



Flyer — The flyer is an aggressive foe. It will tirelessly seek you out and do its best to destroy you. You'll need to pilot your tank defensively, as well as be a crack shot, to take out this enemy. **300 points**



Hunter — The Hunter is the sniper of the virtual worlds. It's slow to turn and slow to move, but will fire a deadly projectile at you as soon as it has an open shot. It will also attempt to circle you as it shoots for the kill. Beware its more deadly brother! **450 points**



Small Turret — Small turrets are defensive embankments that don't offer much threat — if you can find them before they find you! **75 points**



Medium Turret — Medium turrets have more protection than the small turrets, thus requiring greater skill in dodging their fire as you attempt to take them out.
150 points

MULTIPLAYER GAME

Two or more players can engage in combat over a Local Area Network (LAN), the Internet or the GameSpy network.

Kids: Check with your parent or guardian before using the Internet.

Note: If you are using a dial-up modem connection to Join or Host a multiplayer game, first connect to your ISP before launching the *Combat* CD-ROM game.

THE MULTIPLAYER SCREEN

The Multiplayer screen provides information about your currently selected tank and displays your player name. Select from the following options:

Join a Game — Select this to join a *Combat* game hosted on another computer. See “Join a Game” on page 15 for details.

Host a Game — Select this to create and host a multiplayer *Combat* game on your own computer. See “Host a Game” on page 17 for details.

Main — Click here to return to the Main Menu.

JOIN A GAME

Search for LAN Games — Select this to search your local network for *Combat* games in progress. The games currently running will appear in the Game Display near the bottom of the screen.

Join Internet Game — Select this and then enter the IP address of the game you wish to join in the text box to the right of the button. See “How to Find Your IP Address Using Windows® 95/98/Me” below. When your computer contacts that game, the game information will appear in the Game Display near the bottom of the screen.

The Game Display shows you the name of the game, the current map, the players (not including yourself) currently in the game, the maximum number of players allowed and the ping time. Double-click on the active game of your choice to join it.

Note: If the Host is running a custom map, you must have that map in your Levels directory before you can join the game. For more information, please refer to the CustomMapReadMe file on your *Combat* game disc. To access that file, click on the **Start** button on your Win95/98/Me taskbar, then on **Programs**, then on **Infogrames Interactive**, then on **Combat**, and finally on the **CustomMapReadMe** file item.

HOW TO FIND YOUR IP ADDRESS USING WINDOWS® 95/98/ME

To find your IP address so that you can communicate it to other players, follow the steps detailed below:

- Connect to your ISP (Internet Service Provider). *This MUST be done before continuing.*
- Click on the START button on your Windows® 95/98/Me Task Bar, and then click on RUN.
- When the RUN window appears, type “winipcfg” (without quotes), and then click OK.
- The box labeled “IP Address” is your IP address for that session. **Note:** Your IP address may change each time you log on depending on your ISP.

- If you are hosting the game, you must communicate your current IP address to the other players wishing to join the game. You can do this via:
 - **E-mail** — Use your e-mail program to send your IP address to other players, OR
 - **Phone** — Call the other players and tell them your IP address via a second phone line, OR
 - **Chat or Instant Message Programs** — Use programs such as ICQ or AOL Instant Messenger to send your IP address to the other players.

Note: For games that are playable on the MSN Gaming Zone (formerly called Microsoft's Internet Gaming Zone), IP address information is automatically exchanged between players via the Zone.

The MSN Gaming Zone is an independent gaming service run by Microsoft Corporation. Infogrames Interactive does not control, and disclaims any responsibility or liability for, the functioning and performance of the MSN Gaming Zone any content on or available through the MSN Gaming Zone.

Helpful Web Site Addresses

ICQ — <http://www.mirabilis.com>

AOL Instant Messenger — <http://www.aol.com/aim/>

HOST A GAME

To create and Host a multiplayer *Combat* game, follow these steps at the Host a Game screen:

- Give your game a unique name (optional).
- Click on the Maps button and select a map to use for the current game.
- Enter a number in the Player Limit text box if you want to limit the number of players allowed into your game. **Note:** The default limit is 4 players; the maximum number is 8 players.
- Enter a Points Limit for a game. (You earn a point each time you destroy another player's tank.) The game ends when a player reaches the limit, thereby winning the game. The default is 10.
- Enter a Time Limit for the game (optional). If you specify a time limit (in seconds), the game ends when either the Points Limit is reached or the Time Limit expires. **Note:** The player with the most points after the Time Limit expires wins the game. The default is 0.
- Set a Hitpoint value for the players. This allows you to set more or less hitpoints for all players in the game. The default is 3.
- Click on the Start button to launch the server on your machine and begin the game.

Note: If you quit or drop out of a game as a Host, the game will end for all players.

PLAYING OVER THE GAMESPY NETWORK

Important! The *Combat* CD-ROM game utilizes GameSpy Arcade.

Kids: Check with your parent or guardian before using the Internet.

The GameSpy Arcade is an independent gaming service run by GameSpy. Infogrames Interactive does not control, and disclaims any responsibility or liability for, the functioning and performance of the GameSpy Arcade and any content on or available through the GameSpy Arcade.

GAMESPY INSTALLATION

GameSpy allows you to play the *Combat* CD-ROM game over the Internet by acting as a match making service. The *Combat* CD-ROM game install will prompt you to install the GameSpy Arcade program during its installation. We strongly suggest that you elect to install these files when prompted. If you choose not to install the GameSpy Arcade software you can do so at a later date by clicking on the Install GameSpy Arcade link located in the Start menu.

To install the GameSpy Arcade program, do the following:

- Left-click on the Start icon.
- Left-click on the Programs icon.
- Left-click on the directory to which you installed the *Combat* CD-ROM game.

Note: The default is C:\Program Files\Infogrames Interactive\Combat. If you installed to a different or customized path you will need to select the customized path.

- Left-click on the *Combat* icon.
- Left-click on the Install GameSpy Arcade icon.
- Follow all GameSpy Arcade prompts.

LAUNCHING THE GAMESPY ARCADE APPLICATION

To launch the GameSpy Arcade application, do the following:

- Left-click on the Start icon.
- Left-click on the Programs icon.
- Left-click on the GameSpy Arcade folder.
- Left-click on the GameSpy Arcade icon. (This appears as a graphic representation of a green spy within a green circle.)

Note: If you have not run the GameSpy Arcade application before, you will be prompted to create a GameSpy Arcade account.

CREATING A GAMESPY ACCOUNT

In order to play the *Combat* CD-ROM game on GameSpy Arcade, you need to create a GameSpy Arcade account. Here's how:

- Launch the GameSpy Arcade application.
- Enter your email address into the space provided on the 'Creating or Locating Account' screen, and then left-click on the NEXT button.
- If your email address is not registered with GameSpy Arcade, a pop-up window will appear asking you if you would like to create a new account. Left-click the YES button.
- You will then advance to the 'New Account, Enter Password' screen. Choose a password for GameSpy Arcade and enter that password into the Password and Verify Password text fields. Once this is done, left-click the NEXT button.
- You will then advance to the 'Nickname' screen. Enter in the name you wish to use during play and then left-click the NEXT button.
- You will then advance to the 'Connection Information' screen. Left-click on the caret to the right of the information field and scroll to select your connection type. Once this is done, left-click the NEXT button.

- You will then be taken to the 'Where are You' screen. Left-click on the caret to the right of the information field to select the country.
- Left-click in the 'ZIP/Postal Code' information field and enter in the information requested. Once this is done, left-click the NEXT button.
- You will then be taken to the 'Personal Info' screen. Enter the correct information in the requested information fields. When done, left-click the NEXT button.
- You will then be taken to the 'Other Info' screen. Enter any additional information requested. When done, left-click the NEXT button.
- You will then be taken to the 'Quick Marketing Survey' screen. Enter any additional information requested. When done, left-click the NEXT button.
- You will then be taken to the 'Special Offers from Yesmail' screen. Enter any additional information requested. When done, left-click the NEXT button.
- You will then be taken to the 'End of Wizard' screen. Left-click on the LOGIN button.
- Once the LOGIN button has been selected, the GameSpy Arcade application should launch.

PLAYING THE COMBAT CD-ROM GAME ON GAMESPY

Note: Do NOT have the *Combat* CD-ROM game already running in the background. Doing so will generate the following error message: **"There is already an instance of this application running!"** If the error message is seen, close down all of the *Combat* CD-ROM game applications before relaunching the GameSpy Arcade application.

To play the *Combat* CD-ROM game on GameSpy, do the following:

- Launch the GameSpy Arcade application.
- Select the User Profile and enter in the password.
- Left-click on the CONNECT button.
- GameSpy Arcade should now load.

On the GameSpy Arcade screen, you will see a series of tabs on the left-hand side of the screen.

The second tab, called Games, should have the *Combat* game icon below it.

Left-click on the *Combat* game icon to advance to the *Combat* lobby.

In the *Combat* lobby, you can elect to create a game, join a game, refresh the game list, view game information or chat with anyone within the game lobby itself.

Chat Messages: Infogrames Interactive does not monitor, control, endorse, or accept responsibility for the content of chat messages transmitted through the use of this product. Use of the optional text message or any other Internet text- or voice-based "chat" feature is at your own risk. Users are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian before using the chat function and if you are concerned about any chat you receive.

If the *Combat* game is not listed under the tab labeled "Games," do the following:

1. Launch the GameSpy Arcade application.
2. Once the GameSpy Arcade application is running, and you are properly logged in, left-click on the GameSpy icon located on the tool bar (top left of the screen).
3. Now left-click on the "Scan for Games" icon.
4. The GameSpy application will then scan your hard drive for GameSpy supported software.
5. The *Combat* application should now appear under the tab labeled "Games."

CREATING A GAME

If you left-click on the "Create a Game" icon, you will be prompted to enter the following information:

Game (This should always be *Combat*.)

Room Description (A brief description of the game that you are creating.)

Maximum Players (Denotes the maximum number of players that you wish to have in the game.)
The maximum number of players for the *Combat* game is 8.

Game Type (Empty Field)

Create Room (Creates a game that others can join and advances you to the Game Room.)

Cancel (Takes you back to the *Combat* lobby.)

JOIN A GAME

If you find a game that you wish to join, select the icon that represents that game. The Join Game icon will now become active. Once you click on the Join Game icon, you will advance to the Game Room.

Note: You can also join a game by double left-clicking on the game in the *Combat* lobby.

Refresh List

The Refresh List button will refresh the entire list of game servers.

GAME ROOM

In the Game Room, you will be presented with several icons and graphical representations.

Graphical Representation

On the right side of the screen, there will be graphical representation of the players that have joined your game as well as a small light that appears directly to the left of their name. If the light is red, they have not selected the Ready button. If the light is green, the player has selected the Ready button.

The Ready Button

At the top left of the screen, there is a small button labeled Ready. The Ready button indicates to the Host player that the remote player is ready to begin the game. Once the player clicks on the Ready button, the light to the left of their name should turn from red to green.

The Launch Button

The Launch button is located to the right of the Ready Button. As soon as the Host player selects the Ready button, the Launch button becomes active.

Note: It is possible for the Host player to launch the game before the remote players have selected their Ready buttons and joined the game. The Host should make sure that all of the remote players' Ready lights are green before selecting the Launch button.

Leave Button

The Leave button allows the player to exit the Game Room and go back to the Game lobby.

LAUNCHING THE COMBAT GAME FROM GAMESPY ARCADE

Once all of the players are ready to play a game, the Host can select the Launch icon. Selecting the Launch icon will minimize the GameSpy application and launch the *Combat* application. This process may take upwards of 30 seconds. Once the *Combat* application has been launched, follow the *Combat* directions.

INFOGRAMES WEB SITES

For more information on forthcoming and other existing Infogrames products, please visit our main web site at:

<http://www.us.infogrames.com>

Kids, check with your parent or guardian before visiting any web site.

Visit and you will discover that Infogrames web sites contain such things as:

- Technical Support
- Competitions
- Hints and Tips
- Community
- Demos
- And much more
- Interviews

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Infogrames Interactive products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.ina-support.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames Interactive **Tech Support at (425) 951-7108**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.)

Live support is available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 95; Windows® Me)
- RAM (Memory)
- Any screen or error messages you've encountered (and where)

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READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

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- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
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- Be sure to take a 10- to 15-minute break every hour while playing.

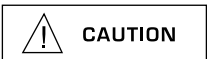
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